

# KCRFU Mini Festival



## UNDER 8s RULES OF PLAY (Tag Rugby)

All participating players must be registered via GMS in accordance with RFU regulation 15.1.4 [Log in | Game Management System](#)

The half game rule must be adhered to for all games. [Half Game Rule | Rugby Football Union](#)

## UNDER 8s RULES OF PLAY (Tag Rugby)

Players and match officials must ensure that the following Rules of Play and [RFU Regulation 15](#) are observed when playing at and Under 8s.

These Under 8s Rules of Play set out below are part of the Playing Pathway that aim to equip players with the skills they need to safely enjoy rugby union. The Age Grade Rules of Play detail the level to which children of each can play to, coaches and match officials are encouraged to discuss necessary or desired pre-game and in-game modifications that reduce the playing level with the view to provide more appropriate learning opportunities.

Any terms defined in these Rules shall have the meanings set out in the World Rugby Laws of the Game.

### The key elements of the Under 8s Rules of Play are:

- Team numbers: a maximum of 6-a-side (**6 on pitch and 2subs**)
- Maximum pitch size: 45 metres x 22 metres
- Ball Size: 3 • Maximum minutes each half: 10
- Scoring: Players permitted to go to ground to score tries
- No tackling
- No kicking, scrums or lineouts

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### Key Rules for Under 8s Tag Rugby

Here's a shorter version of the Under 8s Tag Rugby rules, with a link to the official RFU Regulation 15 for U8s:

Tag Rugby at U8 level builds on U7 rules with slightly larger teams and pitch, while keeping the focus on safety, fun, and skill development. Full details are available in [RFU Regulation 15 – Appendix 2](#).

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## Under 8s Tag Rugby – Key Rules

### 1. Game Objective & Safety

- Score a try by grounding the ball on/behind the goal line.
- No diving to score; players must stay on their feet.
- Indoor/tight spaces: crossing the goal line counts as a try.

### 2. Teams & Substitutions

- Max **6 players per team** on the pitch.
- Rolling substitutions allowed when the ball is dead, with referee permission.
- Coaches stay off the pitch during play.

### 3. Pitch & Ball

- Max pitch size: **30m x 20m** + 5m in-goal areas.
- Ball size: **Size 3**.

### 4. Passing

- Passes must go **backwards or sideways** through the air.
- No handing the ball to teammates.
- Forward passes = free pass to opponents unless advantage applies.

### 5. Free Passes

- Used to restart play after infringements, tries, or when the ball goes out.
- Passer starts with both hands on the ball; no running until the ball is passed.
- Opponents must be **3m back**.

### 6. Tagging

- Players wear belts with **2 visible tags**.
- Only ball carriers can be tagged.
- Ball must be passed within **3 seconds** of being tagged.
- Tagged players must retrieve their tag before rejoining play.
- Taggers must shout “Tag”, return the tag, and not interfere until it’s returned.

### 7. Offside

- Offside line is through the ball at the time of the tag.
- Tagger’s offside line is **1m behind the ball**.
- Offside players must not interfere with play.

### 8. Ball on the Ground

- Players must stay on feet; no diving to recover the ball.

- Accidental knock-ons are not penalised unless forward.

## **9. Infringements**

- No tackling, kicking, hand-offs, fending, or deliberate contact.
- Only tag removal is allowed.
- Foul play results in a free pass to the non-offending team.